

OUT NOW ON STEAM: MASTER THE TIME-LOOP AND SOLVE THE MURDER MYSTERY IN 'THE POSTHUMOUS INVESTIGATION'

Explore 1937 Rio de Janeiro and make every second count in this satirical and dark adaptation of Brazilian literature!

SÃO PAULO, Brazil, 31 March 2026 | Mother Gaia Studio is pleased to announce that their time-loop murder mystery, *The Posthumous Investigation*, is out now on Steam! Stroll through this 1930s thriller to find out who has a motive, and who's just wasting your time.

[Trailer]

The Client Is The Victim

Play as a private investigator who's been hired by a rather unusual client: an influential entrepreneur who's already dead. The task? You only have a single day to solve the mystery of his murder. Adventure through a hand-drawn, noir-drenched 1937 Rio de Janeiro and learn about the lives of a cast of unique characters. Question their actions, challenge their motives, and manipulate their routines to uncover as much information as you can. When the day resets, take your knowledge with you through the time loop to stay one step ahead of the killer. In *The Posthumous Investigation*, death is the client, and time is your only weapon.



Gather The Evidence

Venture through back alleys, explore abandoned lighthouses, and browse through books to gather clues in this 2D side-scroller. Once you've unearthed all the evidence, it's up to you to piece it together and reconstruct the timeline; only then will you be able to properly accuse the culprit. Use the knowledge you gain from your different time loops to unlock new paths, confront characters, and break open their alibis. Utilize your "Thinking Board" to keep everything you've learned organized, and once you're ready, confront the killer!



A Living Literary World

The Posthumous Investigation is a satirical, witty, and dark adaptation of Brazilian literature by the legendary author Machado de Assis. Featuring characters from classic novels like “The Posthumous Memoirs” and “Dom Casmurro”, it pays tribute to fantastic works of fiction while maintaining the wit, style, and sarcasm of the original author.



Gameplay Features

- **Master the Time Loop:** You have 24 hours to solve the crime, but infinite chances. If you make the wrong choices, restart your day and try again.
- **Question Everyone:** Explore the secrets, stories, and motives of 14 characters to see who truly wants your client dead.
- **The Thinking Board:** Use your physical evidence board to manually connect clues and reconstruct the timeline.
- **Interrogation & Dialogue:** As you move through the time loops, unlock new paths, confront characters, and find the cracks in their alibis.
- **Hand-Drawn Noir-Drenched World:** Enjoy a stylized, hand-drawn art style that captures the aesthetic of 1930s Brazil.
- **Literary Roots:** Enjoy a story that's been adapted from great works of fiction by the legendary author Machado de Assis.

The Posthumous Investigation is out now on [Steam](#) and [Nuuvem](#). Make sure you follow the developers on [X \(previously Twitter\)](#) or [Bluesky](#) to keep up with the latest news and updates regarding the game's development.

[Press Kit](#)

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About Mother Gaia Studio

An award-winning independent game studio based in Bauru, São Paulo, we develop innovative experiences for different audiences and platforms. With more than 15 years in the market, we have built an internationally recognized portfolio, including award-winning titles such as Legend of the Skyfish, Minesweeper Genius, and The Posthumous Investigation.

About CriticalLeap

CriticalLeap is the new publishing imprint of Nuuvem — Latin America's Official Game Store. Created to connect worlds, CriticalLeap brings the talent and creativity of Brazilian and Latin American studios to the global stage, delivering international games that speak the language — and share the humor — of our community. With games like Enigma of Fear, Songs for a Hero – Definitive Edition, Copycat, Granblue Fantasy Versus: Rising, Granblue Fantasy: Relink, Asleep, and Bagdex, CriticalLeap combines strategy, creativity, and Brazilian authenticity to make our games shine around the world. This isn't just publishing, this is a LEAP.

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